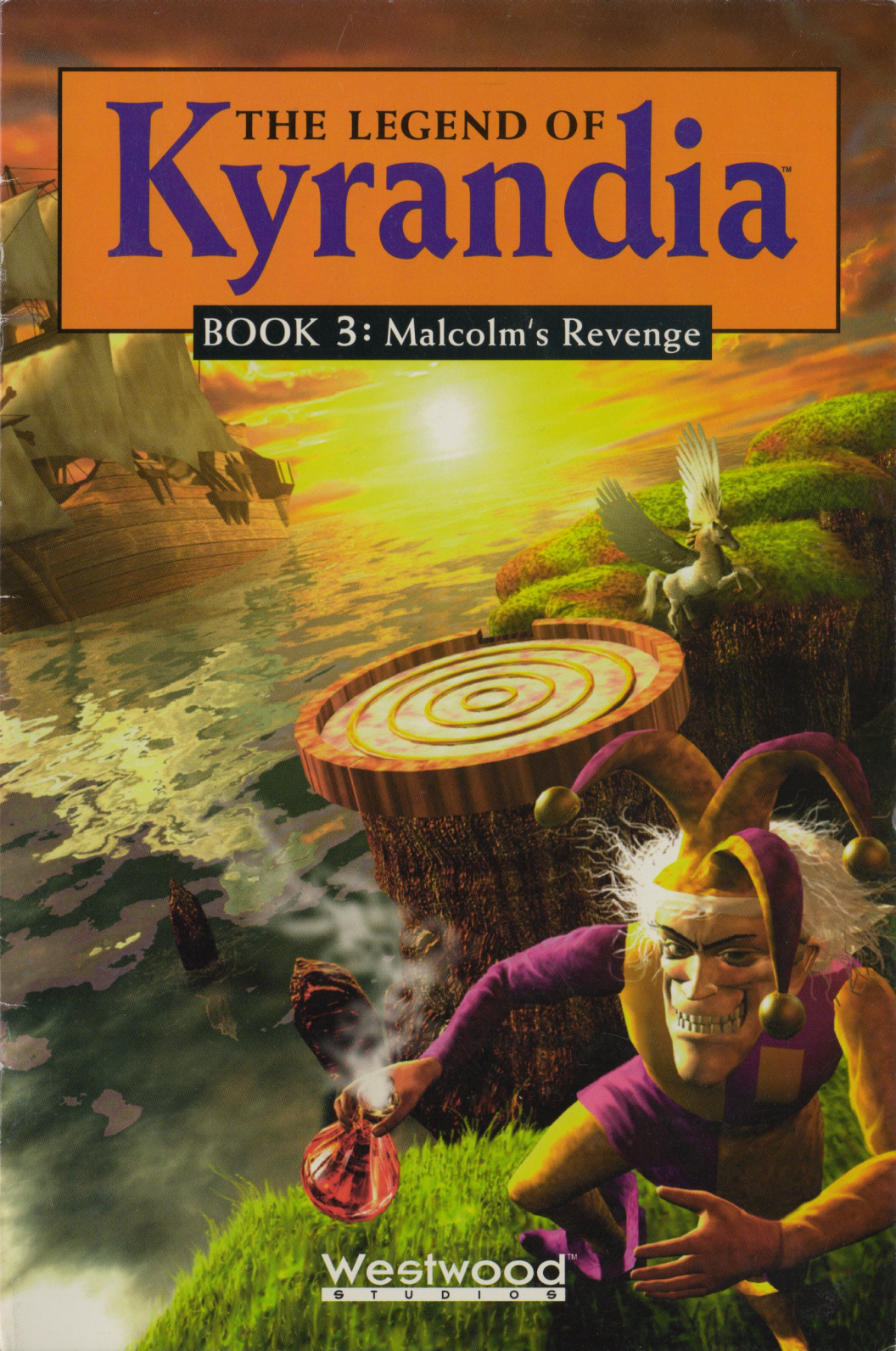


THE LEGEND OF **Kyrandia**TM

BOOK 3: Malcolm's Revenge



WestwoodTM
STUDIOS

C:\westwood\malcolm
C:\malcolm

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The History of Malcolm and Kallak

Malcolm and William were cousins. Their mothers were sisters: the Twin Princesses, Thelia and Floreen, daughters of King Gregor, and sisters to Victor, the Wonderful Prince.

The small society of Kyrandia did not provide many social opportunities for the Princesses, and they often mingled with the servants. And so it was no surprise when Princess Thelia married Heinwald, the court Jester. Thelia and Heinwald soon begat Malcolm, who followed his father's trade from a precocious age.

Princess Floreen eventually married Johannes, the imbecile son of the powerful Fanulo family, an act which many Kyrandian historians credit with saving the kingdom from bankruptcy.

Floreen gave birth to William, who many said resembled Bertrando the blacksmith. William grew up straight and handsome, and daily enjoyed the companionship and humor of his cousin Malcolm.

When tragedy struck Kyrandia, and both King Gregor and Prince Victor died during an accident involving an enchanted knife, Kallak Fanulo, Johannes' distant uncle, led the successful movement to have young William declared King of Kyrandia. The ambitious Kallak even arranged to have King William marry his daughter Katherine Fanulo.

Malcolm was unconcerned by his being passed over for the monarchy, and resolved to support his beloved cousin William and protect him from any danger. Malcolm particularly set himself to offering alternatives to the selfish advice offered so freely by William's father in law Kallak.



All was well in Kyrandia, or at least manageable, until tragedy struck again, and both King William and Queen Katherine were horribly killed by the same enchanted knife that had slain King Gregor and Victor.

Kallak publicly accused Malcolm of the murders, and promptly assumed control of the Kyrandian government. Before any investigations could take place Kallak magically sealed Malcolm within the Castle and secreted the infant prince Brandon in the far away corner of Kyrandia known as the Timbermist Woods.

With Malcolm safely confined, Kallak ruled unopposed as Regent of Kyrandia for eighteen years. Malcolm, locked in the castle, turned sour during his imprisonment, and spent his lonely hours nursing his hatred for Kallak, and plotting his revenge upon the country which had believed the lies of Kallak and turned it's back on the Royal Jester.



Installation

Note: The following information assumes that your CD-ROM drive is E:. If your CD-ROM drive is not drive E:, substitute the proper letter for your system.

Quick Start

DOS:

Insert the CD into your CD-ROM drive. To select the CD-ROM drive, type E: and press enter. Next, type "INSTALL" and press the <ENTER> key. A dialog box will ask if you want the program to auto detect the sound card. If you click NO a menu of supported sound cards will pop up and you may manually select one. Once SETUP is complete, and you have returned to the DOS prompt, type "MALCOLM" to begin the game.

WINDOWS:

Start Windows™, and then insert the CD into your CD-ROM drive. Choose "Run" from the "File" menu in the Program Manager. Type E:\INSTALL in the "Run" dialog box, and click on "OK", or press the <ENTER> key. Follow the on-screen instructions to install *Malcolm's Revenge* onto your hard drive. A MALCOLM'S REVENGE, a SETUP and a CREATIVE LABS INSTALL icon will appear. Double click on the *Malcolm's Revenge* icon to run the game.

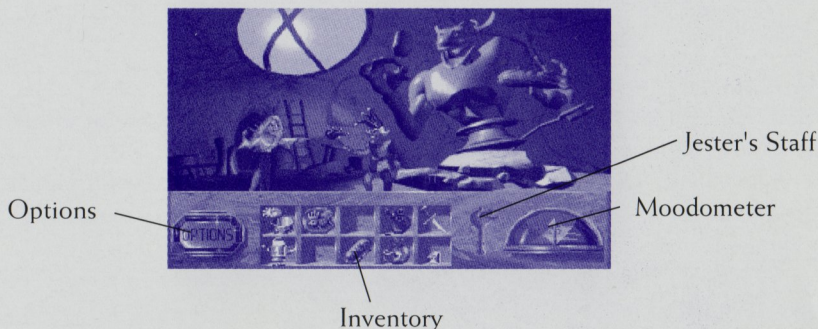
Introduction Adjustments

An internal check of your system will be automatically performed when you first insert the CD disk in your player. If your computer does not have the capacity to play the introduction graphics at their full size, the auto-check will determine what is the optimal method of displaying the graphics, and a message box will appear on the screen, giving you advice in this regard.

How to Play

Getting Started

The introduction to *Malcolm's Revenge* will begin once the game has been loaded. If you are in a hurry, or have already watched the introductory scenes, you may bypass the introduction scenes by pressing any key. If you do, the Load A Game menu will appear, and you may either load a previously saved game or begin a new game.



Game Screen

The game screen for *Malcolm's Revenge* is divided into two distinct areas: the top, and the bottom. The top area displays the scenes. Your character (Malcolm) will walk around in the scenes and can pick items up and talk to the different characters he meets.

Jet Pop Inventory Bar

The bottom section of the screen features the new no-click "Jet Pop" inventory screen that allows *Malcolm's Revenge* to utilize the full screen to display the scenery. Jet Pop is easy to use. Moving the mouse down to the edge of the bottom screen will cause the Inventory Bar to pop up into view. Moving the mouse up and off the Inventory Bar will cause the Bar to fall back down out of view. No mouse click is required!

Options

The Inventory Bar has four parts. On the left side there is a green gem labeled 'OPTIONS'. Clicking on this icon will pause game play and activate the appearance of a menu that shows choices available to you such as Saving Games, Adjusting Game Controls, and Quitting or Resuming Play.

Inventory

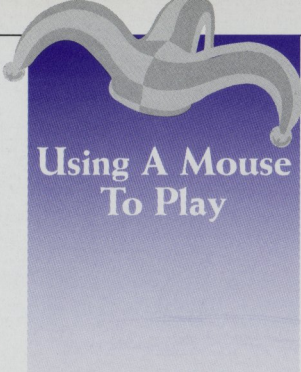
The middle of the lower section shows two rows of slots which may be used to hold items. These slots can be termed Malcolm's Item Inventory. Items that have been picked up by the mouse may be stored here, and then taken out at a later time to use.

Moodometer

The far right side of the lower screen section has an area reserved for display of Malcolm's Moodometer. The Moodometer will adjust Malcolm's conversation to a certain extent. There are three Moodometer settings: Nice, Normal and Lying. Clicking on a section of the Moodometer will cause the gold indicator arrow to move there, and will cause Malcolm to change his dialog accordingly.

Jester's Staff

A special item in this game is Malcolm's Jester's Staff. Malcolm won't have this item at the beginning of the game, but he can find it in the first chapter, and it can be both amusing and useful. Once he has the Staff, it should be kept (when not in use) in the special receptacle on the Inventory Bar, between the inventory slots and the Moodometer.



Using A Mouse To Play

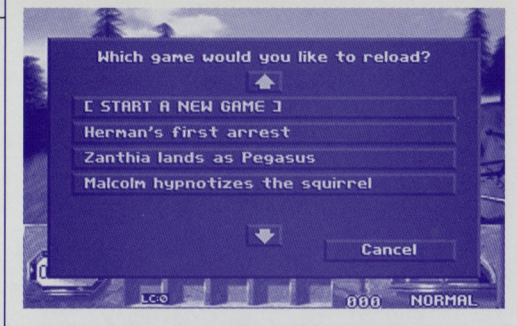
All of the game playing activities in *Malcolm's Revenge* can be easily controlled by using your mouse. Only the left button is needed. The middle and right buttons that you may have are not used in this game.

The mouse is connected to the pointer arrow (cursor) on the monitor screen, and any movement of your mouse will result in a corresponding movement by the pointer on the screen.

You play the game by moving the pointer to an area or on an object and then pressing on the mouse button. The main character in this game is named Malcolm. You can control the activities and even the fate of Malcolm by clicking him around the scenes in the game. Click on the left side of the screen, and Malcolm will walk in that direction. Click to the right, and Malcolm will walk to the right.

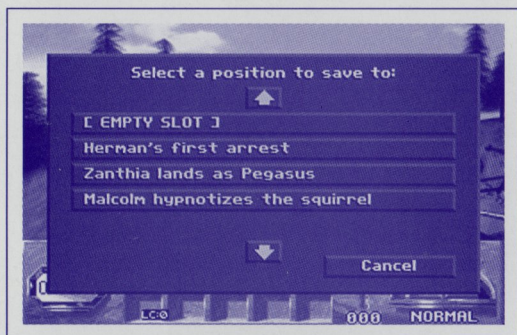
Leaving The Scene:

You can walk Malcolm out of the scene in which he currently appears by clicking on the edge of the scene in the direction you would like him to go. If there is a passage possible there, the cursor will change into a fat white arrow. Clicking the fat white arrow will cause Malcolm to walk out of the scene he is in and move to the adjoining scene.



Loading A Game

Clicking on "Load a Game" in the main options menu will activate a display of the Load a Game menu. You may then make a selection that allows you to either start a new game, or reload a game that you have previously saved. Although you may save a number of different games, only five will be displayed on the menu at any one time. By clicking on the scrolling arrows you may move up and down within the entire range of your saved games listings.



Saving Games

Clicking on "Save This Game" in the main options menu will activate a display of the "Save a Game" menu. When you save a game that you are currently playing, you may place it into an empty slot, or you may put it into an already occupied slot. Saving a game into an already occupied slot will replace the previous saved game with the version you are currently saving.

Clicking on the scrolling arrows will allow you to move the list of your saved games up and down. Selecting to save a game will activate a name box into which you can type a name for the game you are saving.

As a matter of practice, it is advisable to save the game frequently as you progress. It is particularly advisable to save your game before you explore situations that may be hazardous to Malcolm.

Within the options menus you will also find a screen which will allow you to erase any of your saved games.

NOTE: If the Empty Slot is not present, there is not enough space on your hard drive to create a new saved game. You may erase previously saved games to make room. You may also choose to save a new game over a previously saved game, but this will permanently replace the previously saved game.

Game Controls

Walk Speed will allow you to choose a walking speed for Malcolm. Click on the selector box to display the choices.

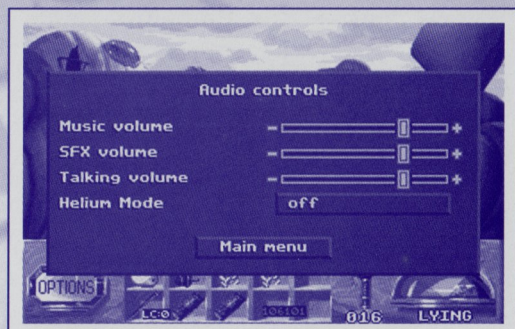
Language will allow you to choose between English, German, and French printed text. (Spoken text is always in English)

Studio Audience will allow you to turn the laugh track on or off.

Talk Interrupt, when enabled, allows you move speedily through conversations you have already heard by using the mouse clicks to cut off speech as it is happening and move quickly to the next instructions.

Dialog Text allows you to turn the display of printed text on and off.





Audio Controls

Music will allow you to turn the music portion of the game on and off and adjust the volume. (Your speakers or input jack may also allow for volume adjustments.)

SFX Volume will allow you to turn the sound effects portion of the game on and off and adjust the volume.

Talking Volume turns on and off the audio dialog, and allows for adjustment of the volume of speaking characters.

Helium Mode will allow you to choose between normal sounding character dialog and the unusual sounding "Helium Mode". Click on selector box to turn this feature on and off.



Basic Hints

At the beginning of the game Malcolm is persona non grata in Kyrandia and has to figure out a way to get off the island. He may have to combine items (clicking a Bent Nail item on the Nut on a String item will yield a Nail on a String item, which can then be used for fishing and other mischief), and wear disguises to avoid capture and imprisonment.

On the Isle of Cats, Malcolm will have to cut his way through a confusing jungle. He will have to assist in the Cat revolution in order to acquire enough magic to recruit the Pirates for his attack on Kyrandia.

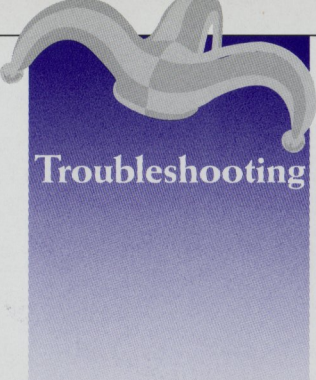
At the Ends of the Earth, Malcolm will have to rent the correct equipment in order to be able to negotiate the waterfall and find Cave of Wonder #3.

In Limbo and the Underworld, Malcolm will have to outwit the Fish Queen before he can.....that's enough!

Other Hint Information

Clue books are available for most major games, and can be found at many software stores or ordered from our direct order line at (619) 490-9070 or by FAX at (619) 490-9232. There is also a toll free number for orders only at 1-800-874-4607.

We also have an automated hint line, available 24 hours a day at a cost of 75 cents per minute in the U.S.A. You must have a touch tone phone, and be at least 18 years old or have parental or guardian permission before calling. In the U.S.A., call (900) 288-4744. For Canadian customers, the charge is \$1.25 (Canadian dollars) per minute at (900) 451-4422. If at any time you have a problem with either hint line, please call (800) 548-4468. Please be advised that not all titles are supported on the 900 hint lines.



Troubleshooting

Trouble Shooting Installation Problems

Before calling Technical Support for help, there are several things you can check:

Product Requirements

This game requires 15 megabytes on your hard drive, a minimum of 560K RAM free (573, 440 bytes), and a minimum of 2.5 megabytes XMS or EMS free.

Installation Problems

If you encounter an error during installation, or the program asks for a disk or file that doesn't exist, you most likely do not have enough room on your hard drive. It is also possible that there is a conflict with something in memory, in which case you will want to try using a Boot Disk. (Boot Disks are described later in the section titled Boot Disks)

In general you will need about 15 megabytes free on your hard drive for installation. After running the installation program, go to the C:\> prompt and type "DIR". The screen will then display a list of the directories in the C drive, and at the bottom of the screen will also be listed the number of bytes free in the C drive. If there are less than 15 megabytes free (1MB = about 1,000,000 bytes), you probably do not have enough space on your hard drive to install the program. You may be able to make more room by deleting older programs or files that you no longer need. Most hard drives have two drives within them, the C and the D drives, and you should check both of these to see if one or the other has more space available.

Not Enough Memory

If you are getting the message "Insufficient Conventional Memory" or "The KB required value is too large", you need to free up more conventional memory to get the game running.

To check the amount of free memory, go to the C:\> prompt and type "MEM". The screen will display a variety of information, including "Largest executable program size". This game requires at least 560 K.



If you are using MS-DOS 5.0, the process of freeing up more memory is described in Chapter 12 of the DOS manual. It includes many helpful hints that can take care of this problem. If you are unable to get above the required amount, try creating a Boot Disk.

If you are using MS-DOS 6.0 or higher, you can use a program called MemMaker to free up more conventional memory. To run it, go to the C:\> prompt and type "MEMMAKER". Press enter to continue, then select "Express Setup". When it asks, "Do you have any programs that require expanded memory" answer "NO". MemMaker will reboot your computer two times as it re configures your system. If MemMaker is unsuccessful, or if it does not free up enough memory, try using a Boot Disk.

Not Enough XMS/EMS Memory

If you are getting the message "Not enough XMS/EMS memory" or "PIF XMS value too large," then you do not have enough free extended memory to run the game. First make sure that you meet the minimum memory requirement for the game. Kyrandia 3 requires a computer with at least 4 megabytes of RAM.

To check the amount of free XMS, go to the C:\> prompt and type "MEM". Look for the amount of free "Extended (XMS)". This game requires 2600K of free extended XMS memory.

If you see EMS memory listed on the MEM screen, you will probably want to disable EMS memory, since it takes away from your XMS memory. If you use MS-DOS 6.0 or higher, go to the C:\> prompt and type "MEMMAKER". Select Express Setup, and for expanded memory, answer NO. If you use MS-DOS 5.0, go to the C:\> prompt and type "EDIT CONFIG.SYS" then look for the line that reads, "DEVICE=C:\DOSEMM386.EXE RAM". There may be other parameters on the line. Ignore them, and just change the word "RAM" to "NOEMS". Then press [ALT], [F], [X], [Y]. to save this change, then reboot your computer.

If you are running on a 4 megabyte system, you will most likely need to disable SMARTDRV in order to free up enough XMS memory to run the game. To do this, go to the C:\> prompt, type "EDIT AUTOEXEC.BAT", and look for a line containing the word "SMARTDRV". At the beginning of this line, type "REM ". Then press [ALT], [F], [X], [Y] to save this change, then reboot your computer. You can check the result of the change by type "MEM".

If you do not wish to permanently disable SMARTDRV, you can create a boot disk, explained later. Or, if you are using MS-DOS 6.2 or higher, you can use the F8 command. To do this, reboot your computer, and as soon as the words, "Starting MS-DOS..." appear on the screen, press the [F8] key. DOS will then prompt you for each line in your configuration files. Say YES to everything except for SMARTDRV. Next time you reboot your computer, SMARTDRV will load as normal.

If you are trying to run the game from Windows, be advised that you may not be able to free up enough XMS memory if you are using a 4 megabyte system. Windows uses quite a bit of XMS, and may not have enough left over for the game. You can either install the game through DOS instead or try the "True DOS" option in the Kyrandia SETUP program under Windows.

Creating a Boot Disk for Virgin CD-ROM games

Getting Started

Before making a boot disk, you will need the following:

- A blank disk for your A: drive.
- The current contents of your CONFIG.SYS and AUTOEXEC.BAT

files. An easy way to get this information is to go to a C:\> prompt and type "EDIT CONFIG.SYS". Click on "File" then "Print". Once its contents have been printed, click on "File" then "Exit" and do the same for your AUTOEXEC.BAT file by typing "Edit AUTOEXEC.BAT". (If you do not have a printer, you can also copy these files down by hand. It is not necessary to copy the whole file. Continue reading to determine which lines you will need.)

To make the disk a "boot disk," insert it into drive A and type "FORMAT A: /S". This formats a system (i.e. bootable) disk. When it asks for the volume label, just press ENTER.

The CONFIG.SYS file

You will now need to create a new CONFIG.SYS and AUTOEXEC.BAT file for your boot disk. Let's start with the CONFIG.SYS. Go to your A:\> prompt by typing "A:" and pressing ENTER, and then type "EDIT CONFIG.SYS".

Here is a sample of what the final CONFIG.SYS should look like:

```
DEVICE=C:\DOS\HIMEM.SYS
DEVICE=C:\DOSEMM386.EXE NOEMS
DEVICEHIGH=YOUR CD-ROM DRIVER
DEVICEHIGH=YOUR SOUND DRIVER
DOS=HIGH, UMB
BUFFERS=40,0
FILES=40
```

Type each line as it appears above. For the CD-ROM driver, you will need to get this information from your current CONFIG.SYS file. It is the line containing "/D:MSCD001" or similar. Some example driver names are "DD260.SYS", "MTMCDAE.SYS", and "TSLCDR.SYS". Keep all of the parameters after the "xxx.SYS" the same. Before the "=" sign, you should only have the DEVICEHIGH statement. (If this is a "/L:1,xxx", do not include it. See the sample configurations for examples.)

If your sound card requires a driver, such as the ProAudio Spectrum's MVSOUND.SYS, you will need to include that as well. Again, copy all of the parameters after the driver's name, but make sure that the line begins with just "DEVICEHIGH=C:\..."

If you use DoubleSpace, you will need to add the following line:

```
DEVICEHIGH=C:\DOS\DBLSPACE.SYS /MOVE
```

If you use any other disk compression software, you will need to consult your manual for what lines you need to include.

Save this file by clicking on "File" then "Save..." Now exit by clicking on "File" then "Exit".

The AUTOEXEC.BAT file

The next step is to create a new AUTOEXEC.BAT file. At the A:\> prompt, type "EDIT AUTOEXEC.BAT" and enter the following lines:

```
PROMPT $P$G
SET BLASTER=A220 I5 D1 T3
(Additional sound card information)
SET PATH=C:\DOS;C:\
LH C:\MOUSE\EXE
LH C:\DOS\MSCDEX.EXE /D:MSCD001 /M:20
```

The "SET BLASTER" line should match the one in your current AUTOEXEC.BAT file; do not change the settings. (However, do make sure that this statement is capitalized.) Some sound cards, such as the SoundBlaster 16, have additional lines. You should include every line for your sound card in your new AUTOEXEC.BAT (See the sample configuration for the SB16.)

The line for your mouse driver may vary, and you should copy this line from your current AUTOEXEC.BAT file. The line should consist only of "LH" followed by a space, followed by the path and name of the mouse driver. If, for example, you have a line that currently reads:

```
LH /L:1,25343 C:\MSMOUSE\MOUSE
```

you will need to add the following line to your new AUTOEXEC.BAT:

```
LH C:\MSMOUSE\MOUSE
```

The line for MSCDEX will also vary by system. Make sure that the path matches the one in your current AUTOEXEC.BAT file. For example, it might be located at "C:\CDROM\DRV\MSCDEX.EXE". You should only include two parameters: "/M:20" and "/D:xxx". The /D: statement should match the one in your CONFIG.SYS file.

Once you have finished your AUTOEXEC.BAT file, save it by clicking on "File" then "Save..." Now exit by clicking on "File" then "Exit".

Your boot disk is now complete. Keep it in your A: drive, and reboot your computer. Your computer should now boot with the new configuration.

Sample Configurations

Following are sample configurations for the SoundBlaster 16 and ProAudio Spectrum 16 sound cards. If you have either of these sound cards, you can most likely use these files exactly as they appear. (ProAudio Spectrum 16 users note that the "FUSIONCD" path will vary depending on which bundle you purchased.)

There is also a more generic sample for the Sound Galaxy Pro. Most SoundBlaster compatible sound cards will use a similar configuration.

Sample Configuration - SoundBlaster 16:

CONFIG.SYS

DEVICE=C:\DOS\HIMEM.SYS

DEVICE=C:\DOS\EMM386.EXE NOEMS

DOS=HIGH,UMB

FILES=40

BUFFERS=40,0

DEVICEHIGH=C:\SB16\DRV\SBCD.SYS /D:MSCD001 /P:220

AUTOEXEC.BAT

PROMPT \$P\$G

SET BLASTER=A220 I5 D1 H5 P330 T6

C:\SB16\SB16SET /M:220 /VOC:220 /CD:220 /MIDI:220 /LINE:220 /TREBLE:0

C:\SB16\SBCONFIG.EXE /S

SET PATH=C:\DOS;C\

LH C:\MOUSE\MOUSE.EXE

LH C:\SB16\DRV\MSCDEX.EXE /D:MSCD001 /M:20

Sample Configuration - ProAudio Spectrum 16

CONFIG.SYS

DEVICE=C:\DOS\HIMEM.SYS

DEVICE=C:\DOS\EMM386.EXE NOEMS

DOS=HIGH,UMB

FILES=40

BUFFERS=40,0

DEVICEHIGH=C:\FUSIONCD\TSLCDR.SYS /D:MVCD001

DEVICEHIGH=C:\FUSIONCD\MVSOUND.SYS Q:7 D:3 S:1,220,1,5 M:0 J:1

AUTOEXEC.BAT

PROMPT \$P\$G

SET BLASTER=A220 D1 I5 T3

SET PATH=C:\DOS;C\

LH C:\FUSIONCD\MSCDEX /D:MVCD001 /M:20

LH C:\MOUSE\MOUSE.EXE

Sample Configuration - Sound Galaxy Pro

CONFIG.SYS

DEVICE=C:\DOS\HIMEM.SYS

DEVICE=C:\DOS\EMM386.EXE NOEMS

DOS=HIGH,UMB

FILES=40

BUFFERS=40,0

DEVICEHIGH=C:\MMP16\DRIVERS\CR56X.SYS /D:MVCD001

AUTOEXEC.BAT

\PROMPT \$P\$G

SET BLASTER=A220 I5 D1 T4

SET PATH=C:\DOS;C:\

LH C:\DOS\MSCD\ /D:MVCD001 /M:20

LH C:\MOUSE\MOUSE.EXE



Westwood Studios/Virgin Interactive Entertainment's Automated Support System

We are very pleased to announce our easy to use Automated Support System, available 24 hours a day, 7 days a week. Customer service information and answers to common technical problems are available on this system. Simply dial (714) 833-1999 for assistance at any time. A touch tone phone is required outside of normal business hours.

Technical Support

Before calling our technical support team, please be sure that all of these possible causes have been checked :

- Your computer's configuration matches or exceeds the machine requirements on the side of the box.
- Made sure that a Terminate and Stay Resident program (TSR) installed on your system is not conflicting with our game. Some common TSR's include virus checkers and screen savers. Consult your configuration files to determine what is being loaded into your computer upon startup.
- Ensured that you have the proper amount of EMS/XMS and conventional memory before running the program. If not, you find out how to free up more memory by reading your DOS manual. You can also type MEM at the DOS prompt to determine how much free memory is left.

If you're still stuck, we're happy to help you out. Call us at (714) 833-1999 and please be ready for any technical information we might need. Live Technical Support representatives are available Monday through Friday from 8:00am to 5:00pm Pacific Standard Time.

FAX Support

If you have access to a FAX machine, many technical support documents and hint sheets can be faxed to you through our Automated Response System.

Look to start an "Automated Session" and then select the "Customer Services" option. One of these services offered is "Faxback Documents" which contains our technical support and trouble shooting guides. These guides are also provided within the automated sessions for each product/titles supported. Another service offered is for free game hints.

If you need to fax any information to Virgin, please send it to 714-833-2001. Please include your phone number, a complete description of the problem you are having and your system configuration, including the contents of your AUTOEX-EC.BAT and CONFIG.SYS files.

Online Support

For computer users who also own a modem and telecommunications software, Westwood Studios and Virgin Interactive Entertainment support BBS's and also provides help through popular online services such as America Online, Compuserve, GENie, and PRODIGY.

All six services provide the latest news and information about our products as well as program updates, demos, and technical support.

Westwood BBS

Set the speed of your telecommunications program anywhere from 2,400 baud to 56,600 baud, no parity, 8 data bits, and 1 stop bit. Then, using your software, dial (702) 368-2319. While there is no charge for the use of our BBS, long-distance charges may apply to some callers. Our BBS is available 24 hours a day.

Virgin BBS

To access our BBS, set your telecommunications settings up to 14,400 baud and no parity, 8 data bits, and 1 stop bit. Then, using your telecommunications software, dial (714) 833-3305. We have eight lines available to answer your calls. While there is no charge for the use of our BBS, long-distance phone call charges may apply to some callers. Our BBS is available 24 hours a day.

America Online

After successfully connecting with America Online, press the "GO TO" icon at the top of the screen, and then type "WESTWOOD". To write private mail directly to Westwood Studios, click the pen & paper icon at the top left corner of your screen and address your letter to "WESTWOOD".

Compuserve

After logging onto Compuserve, use your mouse cursor to select the "GO" icon, then type "GAMPUB" for Game Publishers Forum B. You can select our File or Message section by selecting Westwood Studios from the list of game publishers, or you may write us EMAIL by selecting the "MAIL" command from your command bar at the top of the screen. Address all private EMAIL to Westwood's address which is 71333,2405.

GEnie

Connect to GEnie and then type SCORPIA to move directly to the Games Roundtable. Enter the bulletin board area by selecting menu option number 1, then type "SET 33" which places you into the Westwood Studios message area. If you're unfamiliar with GEnie, you may type HELP at any prompt.

For EMAIL, simply type "MAIL" and select "Send Mail" from the list of available options. Address your letter to "WESTWOOD".

PRODIGY

After connecting with PRODIGY, use the jumpword "WESTWOOD" to enter the Westwood Studios Bulletin Board Section. If you like, you may write us privately by selecting the last option on the menu, "Write us mail". Your private EMAIL will be automatically addressed and sent to us immediately.

Order Line

The latest Westwood and Virgin products can be ordered over the phone using your credit card. The toll-free number is (800) 874-4607. This toll-free number is for orders only. If you are unable to call 800 numbers, you can also reach our Order Line at (619) 490-9070. The Order Line Fax number is (619) 490-9232.

Defective Disk Replacements

If you have a defective disk, we will replace it without charge within 90 days of purchase. Simply mail in the defective disk(s) with a copy of your receipt in a regular envelope with a letter explaining any problems you encountered, a return address, phone number and your system configuration.

VIRGIN STRONGLY RECOMMENDS CALLING THE TECHNICAL SUPPORT DEPARTMENT AT (714) 833-1999 PRIOR TO RETURNING THE PRODUCT TO VIRGIN. OFTEN, YOUR PROBLEM CAN BE SOLVED OVER THE PHONE.

If you do not have the receipt or if 90 days have passed, please enclose a check or money order for \$10.00, made payable to Virgin Interactive Entertainment. Sorry, we do not accept cash or credit cards. Please do not mail your entire game box. If you require a refund for a product, you must return the product to the original place of purchase under any refund and/or exchange policy that particular store has.

Please return the disks to :

Virgin Interactive Entertainment
18061 Fitch Ave.
Irvine, CA 92714

Manual Replacements

To obtain replacement manuals, send proof of purchase (a copy of your receipt, a copy of the back of the box, or the UPC code) with a check or money order for \$10.00, made payable to Virgin Interactive Entertainment. Please mail these items to the above address.

Credits

Malcolm's Revenge

Executive Producer
Brett W. Sperry

Produced, Written and Directed by
Rick Gush

Programmed by
Michael Legg and Michael Grayford

Additional Production Management by
Dave Pokorny

Artists:
Shelly Johnson, Cary Averett, Ferby Miguel, Chuck Carter, Fei Cheng,
Jack Martin, Jerry Moore, Lenny Lee, Ren Olsen, Cindy Chinn, Penina Finger

Introduction Art by
Chuck Carter, Rick Parks, Eric Gooch, Frank Mendeola, Lenny Lee

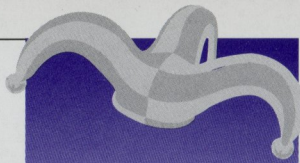
Music & Sounds by
Paul Mudra
Frank Klepacki, Dwight Okahara

Vocal Editing and Sampling by
Patrick Collins
Brad Roberts

Technical Direction by
Steve Wetherill, Christopher D. Yates

Programming Support by
Joe Bostic, Bill Randolph, Maria Legg
David Dettmer, Denzil Long, Philip W. Gorrow

Quality Assurance by
Glenn Sperry, Michael Lightner, Jesse Clemit, Troy Leonard, Chris Rubyor
Jim Fowler, John Sweeney, Paul Villanueva, Pat Pannullo



Malcolm's Revenge

Vocal Recording Director

Joe Kucan

Vocal Production Assistant

Wendy Bagger

Voice actors:

Narrator	Doug Baker
Malcolm	Eric Randall
Gunther	Eric Randall
Zanthia	Bonnie Lynn Toups
Darm	Eric Martin
Brandywine	Barbara A. Costa
Herman	Gary W. Hyatt
Katherine	Julie Stainer
Circus Guard	Ian Pugh
Fish Cream Jerk	Bill Collins
Rowena	Merri O'Neal Contino
Child	Wendy Bagger
Sculpture	David E. Cousin
Lifeguard	Ray Favero
Foreman	Chip Mosher
Convict	Douglas H. Baker
Galley Master	Robert D. Blomgren
King Brandon	Joe Kucan
Ghost	Brian Strom
Kallak	Harley Akers
Fort Guard Dog	Ray Favero
Fluffy	Eric Martin
Jean Claude	Eric Martin
Louie	Gary W. Hyatt
Dubert	Jason Buchanan
Hubert	Brian Strom
Cart Cat	Karen McKenney

Voice Actors:

Cart Dog	Douglas H. Baker
Fish Queen	Elena Ferrante
Merman	Chip Mosher
King	Robert D. Blomgren
Teacher	Ray Favero
Bat	Douglas H. Baker
Ed	Bill Collins
Line Member	Jason Buchanan
Clerk	Wendy Bagger
Attendant	Jane Gallagher
Funster 1	Cliff Lawrence
Funster Bill	Eric Martin
Funster Laurie	Bonnie Lynn Touns
William	Kenneth Kucan
Stewart	Eric Randall
Vacum Salesman	Ian Pugh
Malcolm Jr.	Anthony Castle

German and French Language Translation by

Tom Schmidt, Stephanie Redoux, Art of Words

Virgin Interactive Entertainment

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Chris McFarland

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Scott Manning, Chad Soares

Product Analysts

Stacey Mendoza, Jon Williams, Paul Moore, Mick Love



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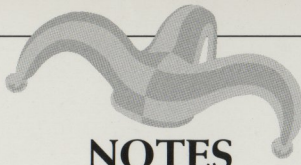


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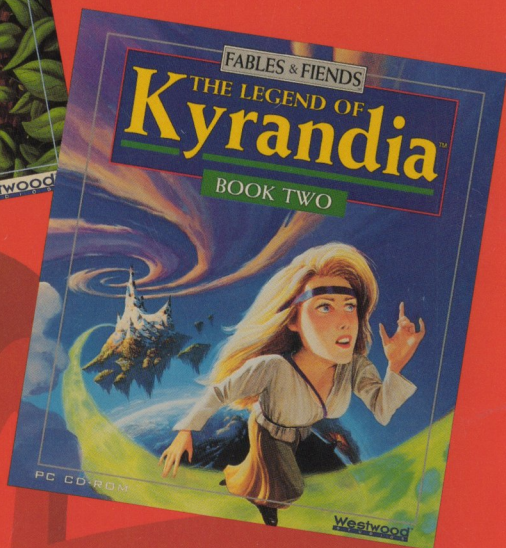
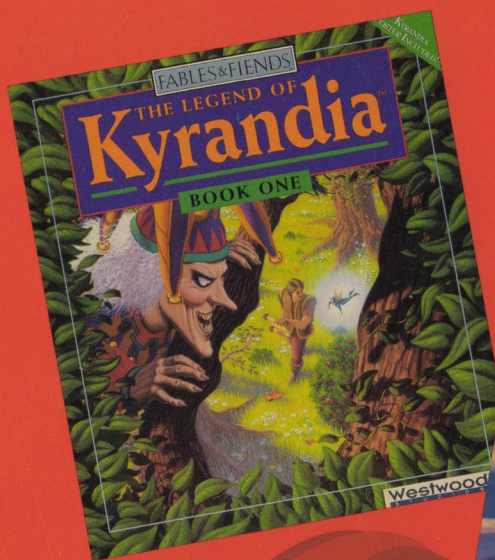
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NOTES



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